

WALT DISNEY
PERSONAL COMPUTER SOFTWARE

DONALD DUCK'S PLAYGROUND

An action-packed game about change-making for kids of all ages



COMMODORE 64/128

Designed by Al Lowe and the
Walt Disney Personal Computer Software Staff

Illustrated by Mark Crow

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McDuck Airlines

ACTIVITY ONE

Donald has always been fascinated by airports. They're so busy, with planes coming and going all the time. There is always plenty of cargo that has to be sorted.

Your job at McDuck Airlines challenges you to sort the packages moving by on the conveyor belt. Each box is marked with a three-letter code,

which stands for the airport it is going to. Look at each package as it passes. If its code matches the code on one of the tram cars passing behind Donald, it belongs on the plane now parked on the runway. Pick up the box and throw it into the correct car. After a period of time, the tram will proceed to the runway to unload cargo into

CONTROLS
Use the joystick to move Donald to a package, and press the joystick button to pick it up. Move Donald in line with the matching car. Then, push the joystick up to face Donald toward the tram, and press the joystick button again to throw the package.

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